



A G E N I U M

CONTENT CREATION
TERRA VISTA

MAP. ROUTE. GENERATE

- \\ Terra Vista is a terrain generation software that converts imagery, elevation, vectors, and other geospatial data into optimized 3D simulation-ready virtual environments.



AGENIUM

HOW TERRA VISTA CAN HELP?

Terra Vista is a terrain generation software that gives content creators, integrators and database developers the tools they need to handle everything from the extreme scales required for jet simulation to the high level of detail (LOD) necessary for tactical ground operations, and large urban environments.

Built-in wizards and viewers, as well as seamless integration with Presagis Creator lets you simplify your workflow and easily update a database, convert source data, or edit a building or model template.

Terra Vista can use multiple forms of data from a wide array of sources, such as satellite imagery, elevation, vectors, and other GIS data and convert it into 3D simulation-ready virtual environments.

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Terra Vista is a terrain modeling software tool that has all of the essential features required for the development of the most sophisticated terrain databases.

Terra Vista not only boasts more import and export capabilities than any other terrain generation software tool on the market, it also supports all major Semi-Automated Forces (SAF) and Computer-Generated Forces (CGF) formats including CTDB, and JSAF.

Furthermore, you can now publish to the gaming industry standard FBX file format providing game engine interoperability. Also, through a novel approach to database creation, Terra Vista enables you to build terrain databases faster than ever before.

TERRA VISTA FEATURES

\ ENHANCED MMB

Redesigned from the ground-up, this feature maximizes 64-bit and scalable multi-machine capabilities in order to handle large and dense visual, sensor, and computer generated forces (CGF) terrain databases. The Enhanced MMB also includes independent processing agents.

\ ADVANCED PROCEDURAL TERRAIN

This optional module enables you to automatically generate synthetic raster sources from vectors, based on geo-typical procedural rules. Instead of spending countless hours cleaning data, you can utilize this powerful tool to get high quality results faster for a fraction of the cost while still maintaining accuracy.

For any area of the world, you can quickly create:

- Correlated Imagery
- Material Rasters
- Cartographic Maps
- Night Imagery

\ INTEGRATION WITH PRESAGIS CREATOR

The content creation tools are tightly connected to provide a streamlined and efficient workflow. Edit and save your 3D models by launching Creator directly from within Terra Vista. Build and create complex buildings, interiors, bridges and more. Take advantage of the Extended Materials available with Creator to add more realism to your scenes.

\ OGC CDB RAPID UPDATE

Lets you very quickly execute enhancements or modifications to your source OGC CDB database. In a fraction of the regular build times, you can modify the existing databases to reflect changes made to features such as buildings or roads.



BENEFITS



SOPHISTICATED DATABASE CORRELATION

By correlating databases at the vertex level, Terra Vista ensures that multiple or differing database formats will not conflict, thus avoiding time-consuming manual repair and guaranteeing “Fair Fight” across distributed simulation systems. (Terra Vista Pro and DART only)



FASTER PROCESSING AND REDUCED BUILD TIMES

Terra Vista allows for the distributed processing of very large, complex, and dense terrain databases across multiple workstations for faster processing and reduced build times.



UNMATCHED IMPORT/EXPORT OPTIONS

Avoid re-creating a database from scratch, by importing a very wide range of data formats including OpenFlight and OGC CDB. Additional supported formats are TerraPage, DTED, ASCII, geoTIFF, ECW, and Shapefile source data formats.



PRESAGIS M&S SUITE INTEGRATION

Integration within the Presagis M&S Suite means uninterrupted workflow and collaboration in the creation of databases; from terrain and models, to simulation and visualization.



SUPPORTS OPEN STANDARDS AND FORMATS

To maximize reusability and to help lower user costs, Terra Vista also supports open standards, including OpenFlight and OGC CDB.

OUTPUT FORMATS

By supporting a wide range of industry-standard data formats, image generators, and network simulation standards, Terra Vista is ideal for building virtual environments for ground, air, maritime, and urban military operations.

- Correlated Output Formats
- OGC CDB
- OneSaf (OTF)
- VBS
- Autodesk FBX
- OpenFlight
- MetaFlight
- CTDB
- JCATS



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TIME-SAVING TOOLS

POWERFUL TERRAIN GENERATION TOOLS

Built-in wizards help you get started quickly. Whether updating an existing database, converting source data formats or building a database from original sources, Terra Vista simplifies the terrain generation process with a logical, field-proven step-by-step workflow.

ROOF CLUTTER

An important visual cue for pilots, roof top cluttering is available in the Building Wizard. Using procedural modeling rules, the coverage, orientation and location of 3D models on a roof top can be achieved effortlessly.

OPTIMIZE FOR PERFORMANCE

Apply variable Level Of Detail (LOD) to different parts of your database to reduce build time, storage space and run-time performance.

MATERIAL CLASSIFICATION TOOLS

Provides the ability to extract and classify materials from raster imagery. You can create physical material maps for a given texture. This process makes it easier to create maps through color-based material classification and easy-to-use manual editing tools.

